

LISTING OF THE CLAIMS

Claims 1-69 were originally pending. Please amend claims 7, 9-11, 15, and 16. Please cancel claims 1-6 and 17-69 without prejudice. Please add claims 70-89. Accordingly, claims 7-16 and 70-89 are currently pending.

The following listing of claims replaces all prior versions, and listings of claims in the application.

Listing of Claims:

1 - 6. (Canceled)

7. (Presently amended) A computer-readable medium comprising computer-executable instructions for providing a user interface for use with a stylus, the computer-executable instructions comprising instructions for:

re-routing stylus-based user input to a first application that is executing under an operating system (OS), the input being re-routed such that the input is not received by the operating system for distribution to any second application that is executing under the OS;

analyzing the input to determine whether the input should be treated as mouse input ~~a mouse-like input~~; and

responsive to determining that the input should not be treated as a mouse ~~mouse-like~~ input, displaying a menu comprising selectable items to allow a user to direct the computer system to interpret one or more subsequent stylus-based user

1 inputs as right-mouse button input, hover cursor input, keyboard input~~keyboard-~~
2 ~~like input~~, or handwriting input by selecting one of the selectable items.

3
4 8. (Original) A computer-readable medium as recited in claim 7,
5 wherein the second application is designed to receive user input from the operating
6 system.

7
8 9. (Presently amended) A computer-readable medium as recited in
9 claim 7, wherein the instructions for analyzing the input further comprise
10 instructions for determining that the input should be treated as a mouse ~~mouse-like~~
11 event when the event is a single quick touch or a double quick touch.

12
13 10. (Presently amended) A computer-readable medium as recited in
14 claim 7, wherein analyzing the input further comprise instructions for determining
15 that the input should not be treated as a mouse ~~mouse-like~~ event when the input is
16 a continuous touch input.

17
18 11. (Presently amended) A computer-readable medium as recited in
19 claim 7, further comprising instructions responsive to determining that the event
20 should be treated as a mouse ~~mouse-like~~ event, the instructions communicating the
21 input to the operating system for subsequent distribution to any other applications
22 such as the second application.

1 12. (Original) A computer-readable medium as recited in claim 7,
2 further comprising instructions for:

3 determining whether an item of the selectable items has been selected
4 within a predetermined amount of time since presenting the menu; and

5 responsive to determining that the item has not been selected within the
6 predetermined amount, dismissing the menu.

7
8 13. (Original) A computer-readable medium as recited in claim 7,
9 wherein the selectable items are displayed in an action area, and wherein the
10 computer-executable instructions further comprise instructions for:

11 identifying stylus-based user input outside of the action area; and

12 responsive to identifying the stylus-based user input, dismissing the menu.

13
14 14. (Original) A computer-readable medium as recited in claim 7,
15 further comprising instructions for:

16 detecting selection of an item of the selectable items; and

17 responsive to detection the selection:

18 (a) hiding the menu; and

19 (b) performing a task corresponding to the item.

20
21 15. (Presently amended) A computer-readable medium as recited in
22 claim 14, wherein the task comprises: (a) communicating right mouse click input
23 to the second application; (b) moving a cursor over a display screen; (c) generating
24 ~~keyboard-like~~ keyboard input; or (d) generating and interpreting handwritten data.

1 16. (Presently amended) A computer-readable medium as recited in
2 claim 7, wherein the instructions for allowing a user to specify that the computer
3 system is to interpret a subsequent stylus-based user input event as a mouse-right-
4 button click event, a hover cursor event, keyboard event ~~a keyboard-like event~~, or
5 a handwriting event further comprise instructions for:

6 detecting selection of an item of the selectable items; and

7 responsive to detecting the selection:

8 (a) hiding the menu;

9 (b) performing a task that corresponds to the item, the task having a
10 result; and

11 (c) communicating the result as input to the second application.

12
13 17 - 69. (Canceled).

14
15 70. (New) A method comprising:

16 a processor;

17 a memory coupled to the processor, the memory comprising computer-
18 program instructions executable by the processor for:

19 re-routing stylus-based user input to a first application that is
20 executing under an operating system (OS), the input being re-routed such that the
21 input is not received by the operating system for distribution to any second
22 application that is executing under the OS;

23 analyzing the input to determine whether the input should be treated
24 as mouse input; and

1 responsive to determining that the input should not be treated as a
2 mouse input, displaying a menu comprising selectable items to allow a user to
3 direct the computer system to interpret one or more subsequent stylus-based user
4 inputs as right-mouse button input, hover cursor input, keyboard input, or
5 handwriting input by selecting one of the selectable items.

6
7 71. (New) A method as recited in claim 70, wherein the second
8 application is designed to receive user input from the operating system.

9
10 72. (New) A method as recited in claim 70, wherein the instructions for
11 analyzing the input further comprise instructions for determining that the input
12 should be treated as a mouse event when the event is a single quick touch or a
13 double quick touch.

14
15 73. (New) A method as recited in claim 70, wherein analyzing the input
16 further comprise instructions for determining that the input should not be treated
17 as a mouse event when the input is a continuous touch input.

18
19 74. (New) A method as recited in claim 70, further comprising
20 instructions responsive to determining that the event should be treated as a mouse
21 event, the instructions communicating the input to the operating system for
22 subsequent distribution to any other applications such as the second application.

1 75. (New) A method as recited in claim 70, further comprising
2 instructions for:

3 determining whether an item of the selectable items has been selected
4 within a predetermined amount of time since presenting the menu; and

5 responsive to determining that the item has not been selected within the
6 predetermined amount, dismissing the menu.

7
8 76. (New) A method as recited in claim 70, wherein the selectable items
9 are displayed in an action area, and wherein the computer-executable instructions
10 further comprise instructions for:

11 identifying stylus-based user input outside of the action area; and

12 responsive to identifying the stylus-based user input, dismissing the menu.

13
14 77. (New) A method as recited in claim 70, further comprising
15 instructions for:

16 detecting selection of an item of the selectable items; and

17 responsive to detection the selection:

18 (a) hiding the menu; and

19 (b) performing a task corresponding to the item.

20
21 78. (New) A method as recited in claim 77, wherein the task comprises:
22 (a) communicating right mouse click input to the second application; (b) moving a
23 cursor over a display screen; (c) generating keyboard input; or (d) generating and
24 interpreting handwritten data.

1 79. (New) A method as recited in claim 70, wherein the instructions for
2 allowing a user to specify that the computer system is to interpret a subsequent
3 stylus-based user input event as a mouse-right-button click event, a hover cursor
4 event, keyboard event, or a handwriting event further comprise instructions for:

5 detecting selection of an item of the selectable items; and

6 responsive to detecting the selection:

7 (a) hiding the menu;

8 (b) performing a task that corresponds to the item, the task having a
9 result; and

10 (c) communicating the result as input to the second application.
11

12 80. (New) A method comprising:

13 re-routing stylus-based user input to a first application that is executing
14 under an operating system (OS), the input being re-routed such that the input is not
15 received by the operating system for distribution to any second application that is
16 executing under the OS;

17 analyzing the input to determine whether the input should be treated as
18 mouse input; and

19 responsive to determining that the input should not be treated as a mouse
20 input, displaying a menu comprising selectable items to allow a user to direct the
21 computer system to interpret one or more subsequent stylus-based user inputs as
22 right-mouse button input, hover cursor input, keyboard input, or handwriting input
23 by selecting one of the selectable items.
24
25

1 81. (New) A method as recited in claim 80, wherein the second
2 application is designed to receive user input from the operating system.

3
4 82. (New) A method as recited in claim 80, wherein analyzing the input
5 further comprises determining that the input should be treated as a mouse event
6 when the event is a single quick touch or a double quick touch.

7
8 83. (New) A method as recited in claim 80, wherein analyzing the input
9 further comprises determining that the input should not be treated as a mouse
10 event when the input is a continuous touch input.

11
12 84. (New) A method as recited in claim 80, further comprising,
13 responsive to determining that the event should be treated as a mouse event,
14 communicating the input to the operating system for subsequent distribution to
15 any other applications such as the second application.

16
17 85. (New) A method as recited in claim 80, further comprising:
18 determining whether an item of the selectable items has been selected
19 within a predetermined amount of time since presenting the menu; and
20 responsive to determining that the item has not been selected within the
21 predetermined amount, dismissing the menu.

22
23 86. (New) A method as recited in claim 80, wherein the selectable items
24 are displayed in an action area, and further comprising:
25 identifying stylus-based user input outside of the action area; and

1 responsive to identifying the stylus-based user input, dismissing the menu.

2
3 87. (New) A method as recited in claim 80, further comprising:
4 detecting selection of an item of the selectable items; and
5 responsive to detection the selection:

- 6 (a) hiding the menu; and
7 (b) performing a task corresponding to the item.

8
9 88. (New) A method as recited in claim 87, wherein the task comprises:
10 (a) communicating right mouse click input to the second application; (b) moving a
11 cursor over a display screen; (c) generating keyboard input; or (d) generating and
12 interpreting handwritten data.

13
14 89. (New) A method as recited in claim 80, wherein allowing a user to
15 specify that the computer system is to interpret a subsequent stylus-based user
16 input event as a mouse-right-button click event, a hover cursor event, keyboard
17 event, or a handwriting event further comprises:

18 detecting selection of an item of the selectable items; and

19 responsive to detecting the selection:

- 20 (a) hiding the menu;
21 (b) performing a task that corresponds to the item, the task having a
22 result; and
23 (c) communicating the result as input to the second application.